

What is claimed is:

1. A method for use by a network server that streams
content over a network to a network receiver, the method
5 comprising:

receiving information from a remote network node, the
information including content and identification of a user; and
causing streaming of the content to a network receiver
associated with the identified user.

2. The method of claim 1, wherein the content comprises at
least one of audio data and video data.

3. The method of claim 2, wherein the audio data comprises
15 a voice mail message.

4. The method of claim 2, wherein the content comprises a
reminder.

5. The method of claim 1, wherein causing streaming of the
content comprises streaming the content to the network receiver
associated with the identified user.

6. The method of claim 1, further comprising:
25 modifying a play list associated with the identified user
to include a reference to the identified content, the play list
identifying content for streaming delivery to the network
receiver associated with the identified user.

7. The method of claim 6, wherein the play list identifies
30 generic, shared content in addition to the received content.

8. The method of claim 6, further comprising determining whether a submitter of the content is authorized to submit content.

5 9. The method of claim 6, further comprising:
receiving play scheduling information for the content; and
modifying the play list based on the received play
scheduling information.

10 10. The method of claim 9, wherein receiving play
scheduling information comprises receiving a number of times to
stream the content.

15 11. The method of claim 9, wherein receiving play
scheduling information comprises receiving a specified time to
stream the content.

20 12. The method of claim 9, wherein receiving play
scheduling information comprises receiving a priority for
streaming the content.

25 13. The method of claim 12, further comprising
based on the received priority of the streaming content,
terminating streaming of currently streaming content and
initiating streaming of the identified content.

30 14. The method of claim 1, further comprising:
providing user interface instructions for submitting
content; and
transmitting the user interface instructions to the remote
network node;

wherein receiving the information comprises receiving the information via the transmitted user interface instructions.

15. A system for use by a network server that streams
5 content over a network to a network receiver, the system comprising:

play lists associated with different respective users, the play lists identifying content for streaming delivery to network receivers associated with the respective users;

10 instructions for causing a processor to receive information from a remote network node, the information including content and identification of a user of the different respective users; and

15 instructions for causing a processor to modify a play list associated with the identified user to include a reference to the received content.

16. The system of claim 15, further comprising a stream
20 generator for streaming content to the identified user based on the play list associated with the user.

17. The system of claim 15, further comprising
instructions for causing a processor to transmit user interface instructions to a remote network node, the user interface
25 instructions receiving identification of content designated by a content submitter and transmitting the identification to the network server.

18. A computer program, disposed on a computer readable
30 medium, for use by a network server that streams content over a network to a network receiver, the computer program including instructions for causing the server processor to:

receive information from a remote network node, the information including content and identification of a specific user; and

modify a play list associated with the identified user to include a reference to the content, the play list identifying content for streaming delivery to a network receiver associated with the identified user.

19. The computer program of claim 18, further comprising instructions for causing the processor to stream content to the network receiver associated with the identified user in accordance with the play list.

20. The computer program of claim 18, wherein the play list includes at least one reference to content not designated for delivery to a specified user.

21. The computer program of claim 18, further comprising instructions for causing the processor to determine whether a submitter of the identification of the content is authorized to submit content for the user.

22. The computer program of claim 18, further comprising instructions for causing the processor to:

receive play scheduling information for the identified content; and

modify the play list based on the received play scheduling information.

23. The computer program of claim 18, further comprising instructions for causing the processor to:

provide user interface instructions for submitting content;
and

transmit the user interface instructions to the remote
network node.

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24. A graphical user interface for receiving input from a
user, the graphical user interface including instructions for
causing a processor to:

receive input identifying content;

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receive input identifying a user to receive streaming
delivery of the identified content; and

transmitting the received input identifying content and the
received input identifying the user to a network server.

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25. The graphical user interface of claim 24, further
comprising instructions for causing a processor to receive user
input identifying play scheduling information for the content.

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26. The graphical user interface of claim 24, wherein the
graphical user interface comprises a graphical user interface
defined by markup language instructions.

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27. The graphical user interface of claim 24, further
comprising instructions for causing a processor to transmit the
identified content.